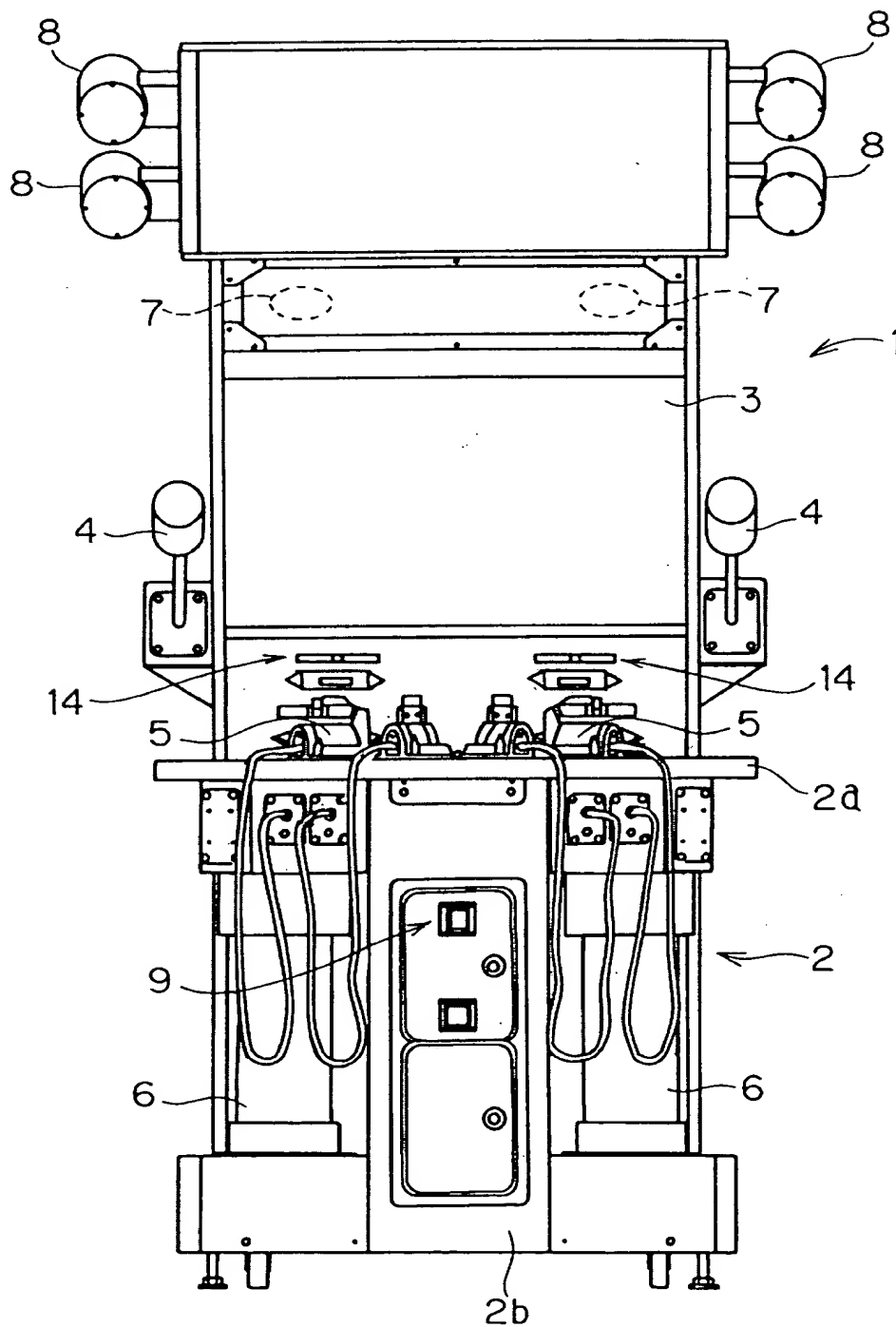


[illegible]

APPROVED BY \_\_\_\_\_  
DRAFTSMAN \_\_\_\_\_

FIG.2

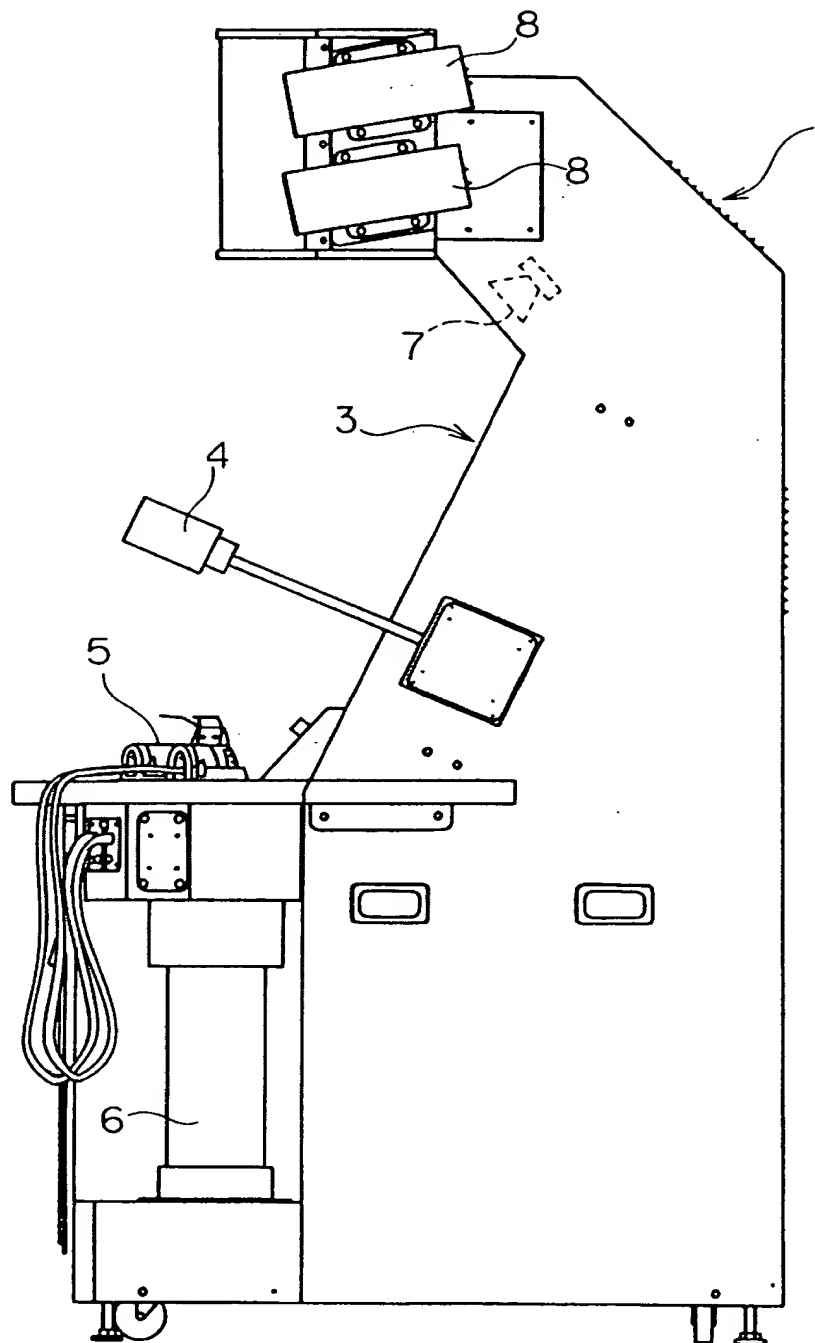
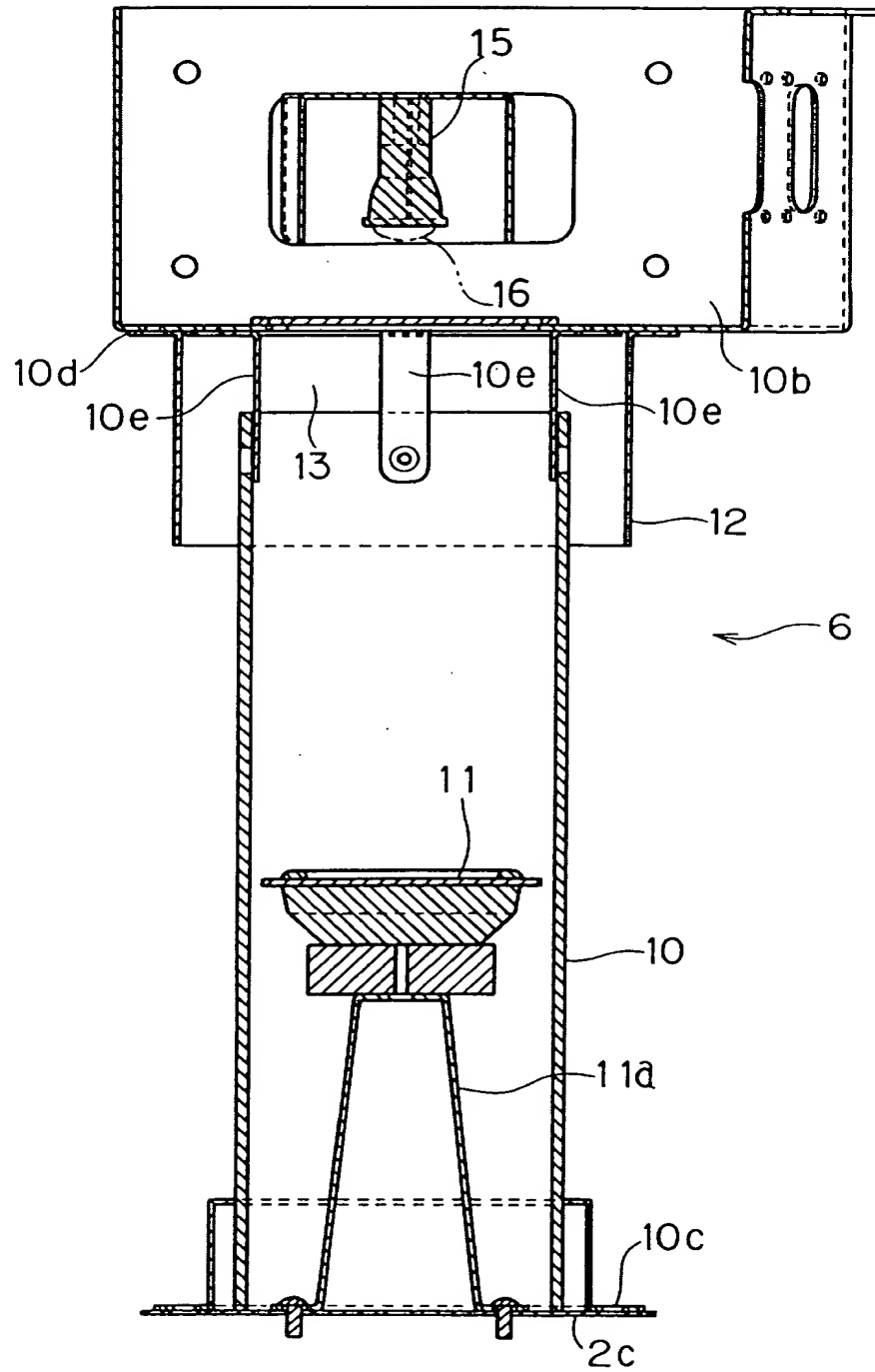




FIG. 4



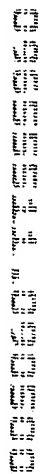
[illegible]

FIG.6

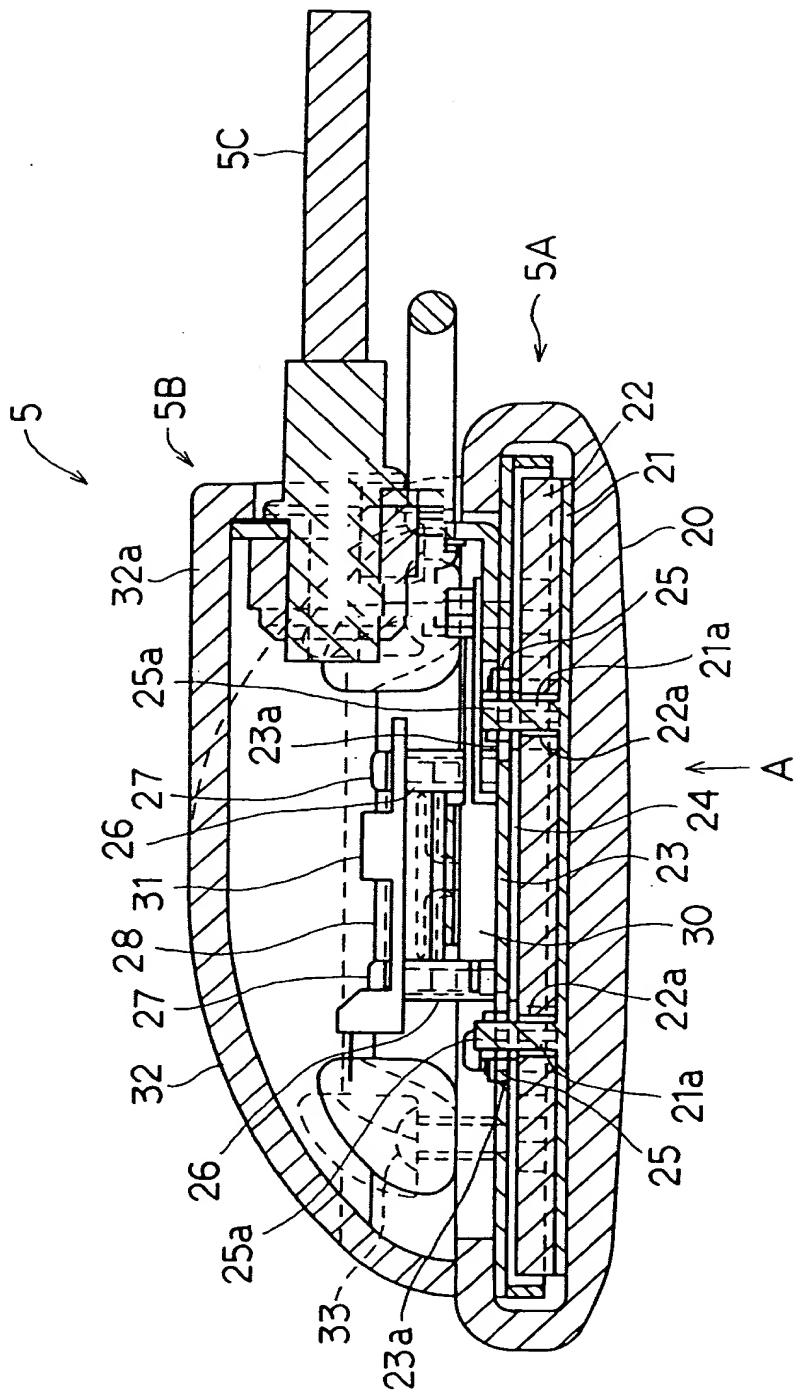


FIG. 7

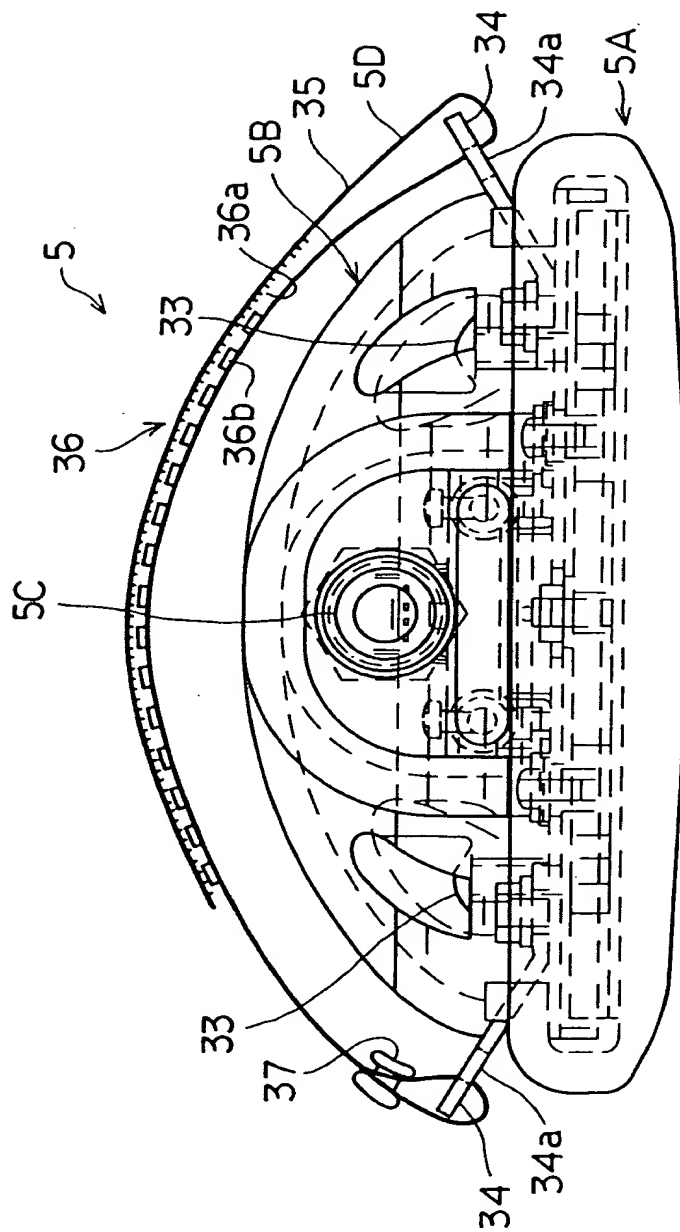






FIG.9

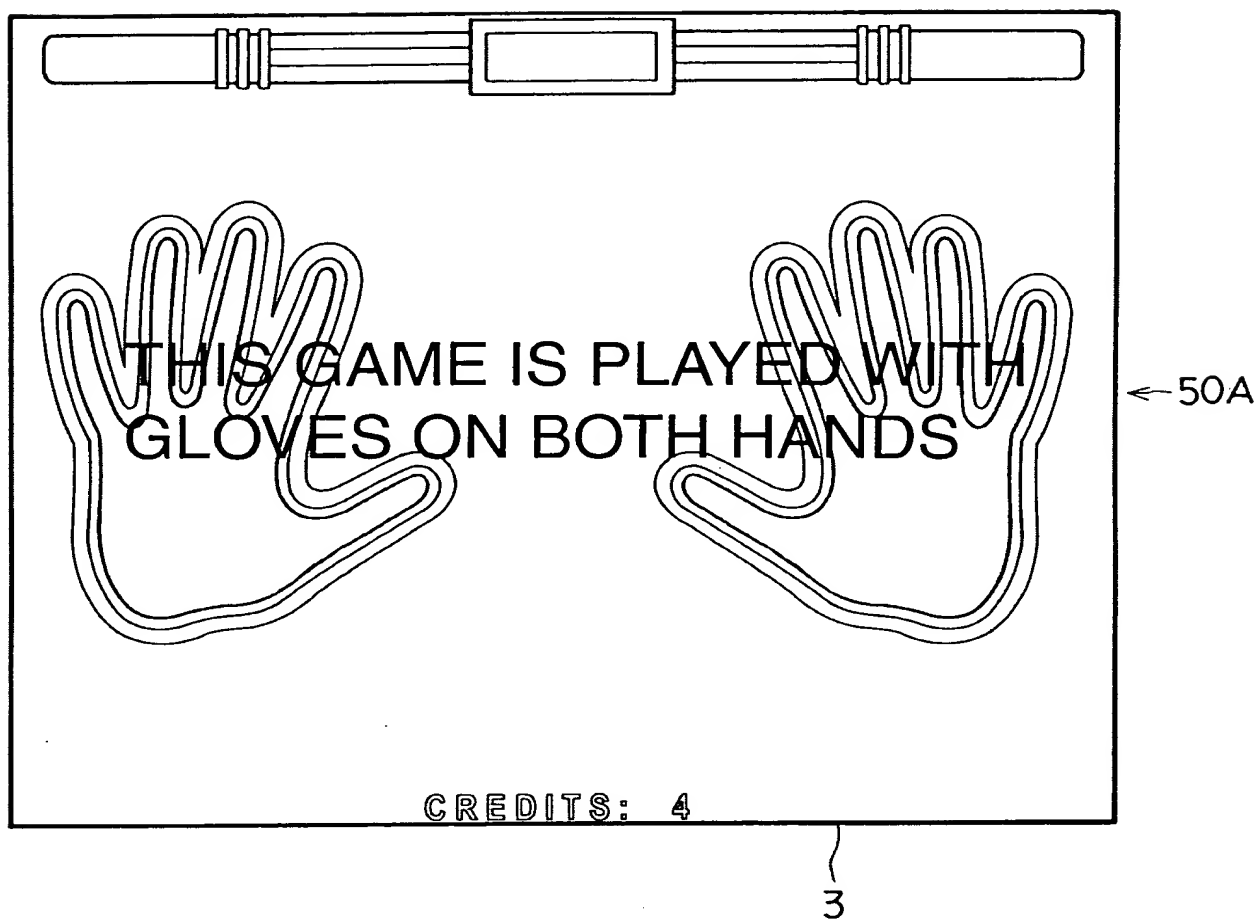




FIG.10

MONKEY	MONKEY SOUND
FUNKY	FUNKY SOUND
WOMAN	FEMALE SOUND
NORMAL	NONE
MAN	MALE SOUND
HUSKY	HUSKY SOUND
MONSTER	MONSTER SOUND
ROBOT	ROBOT SOUND

FIG.11

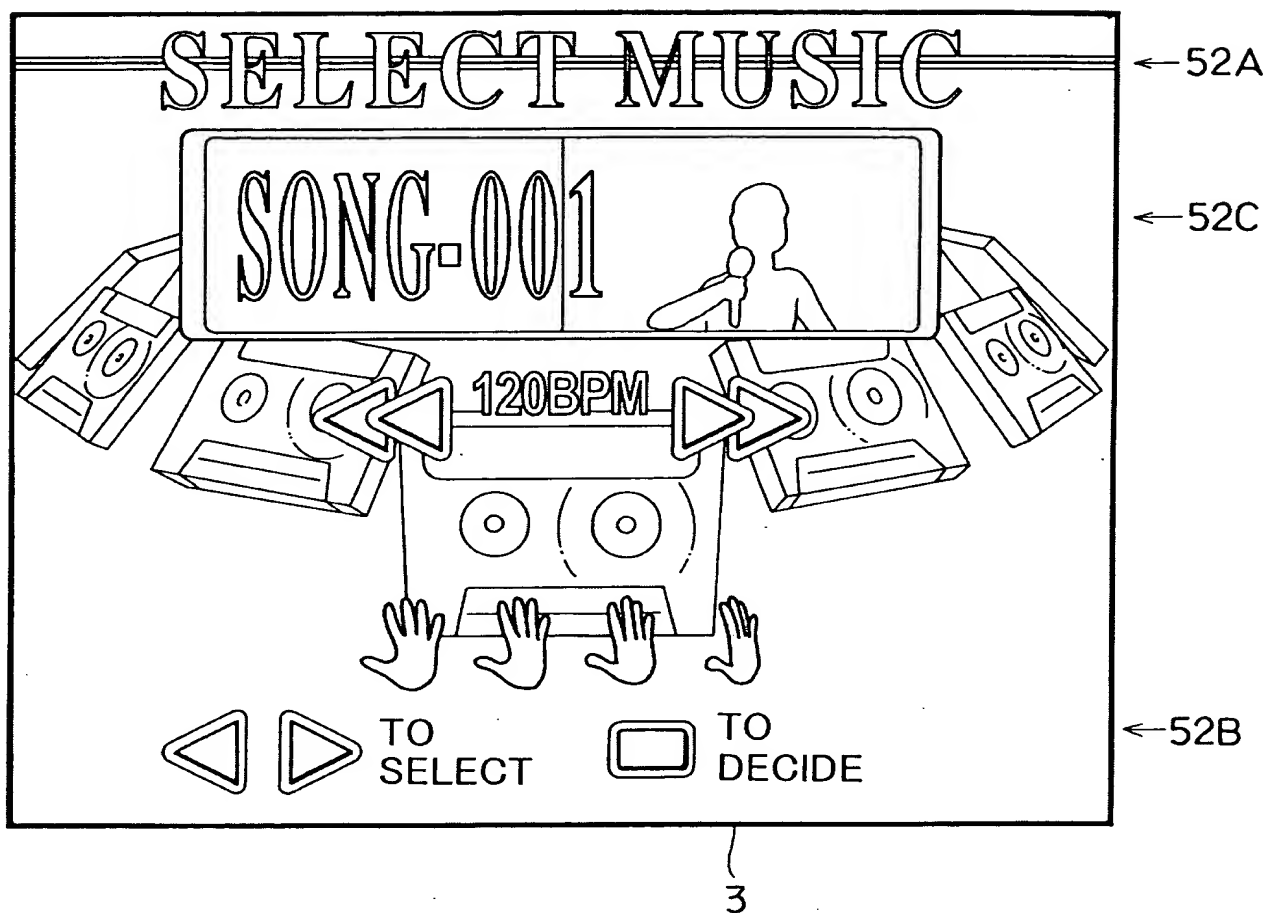
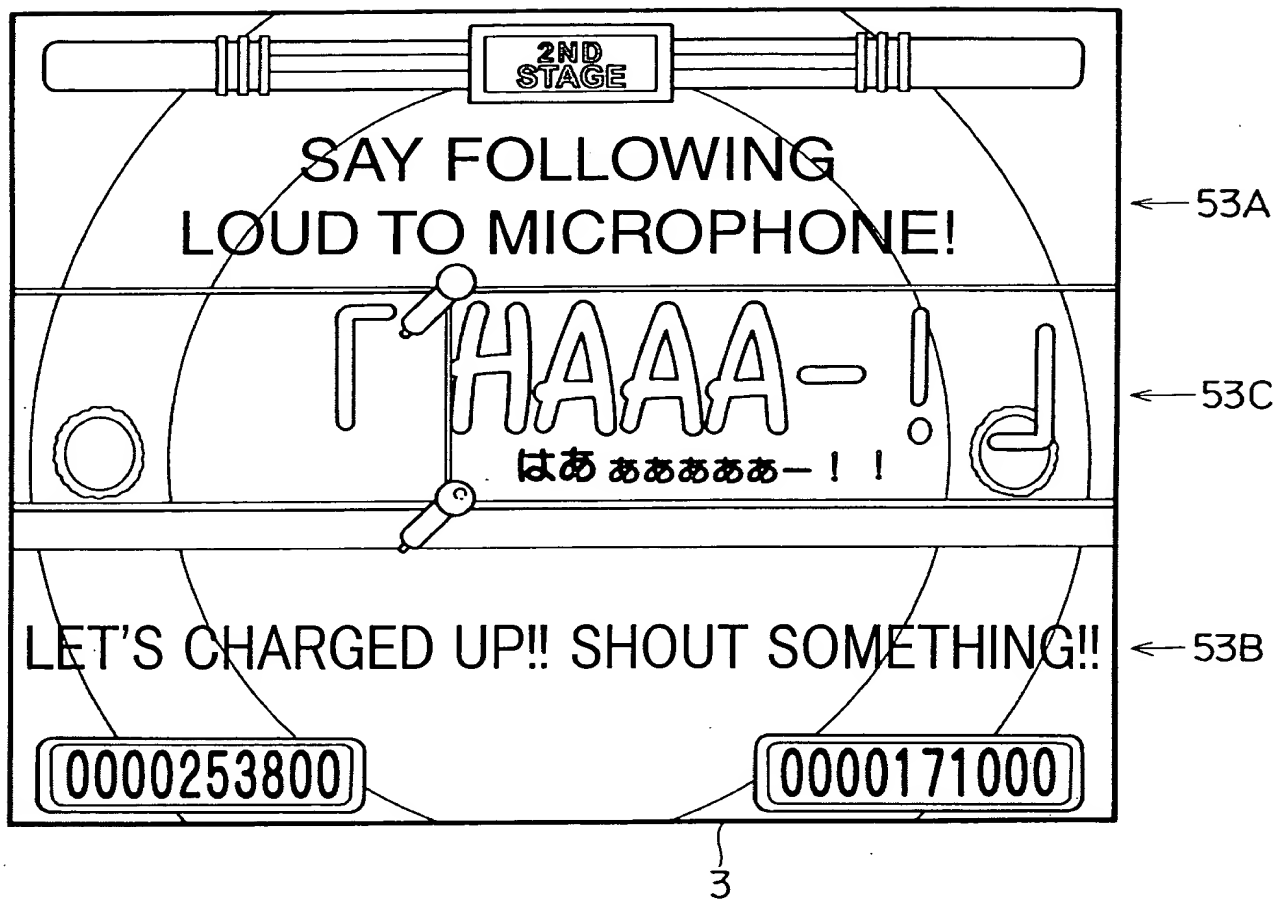


FIG.12



UNCLASSIFIED

FIG.13A

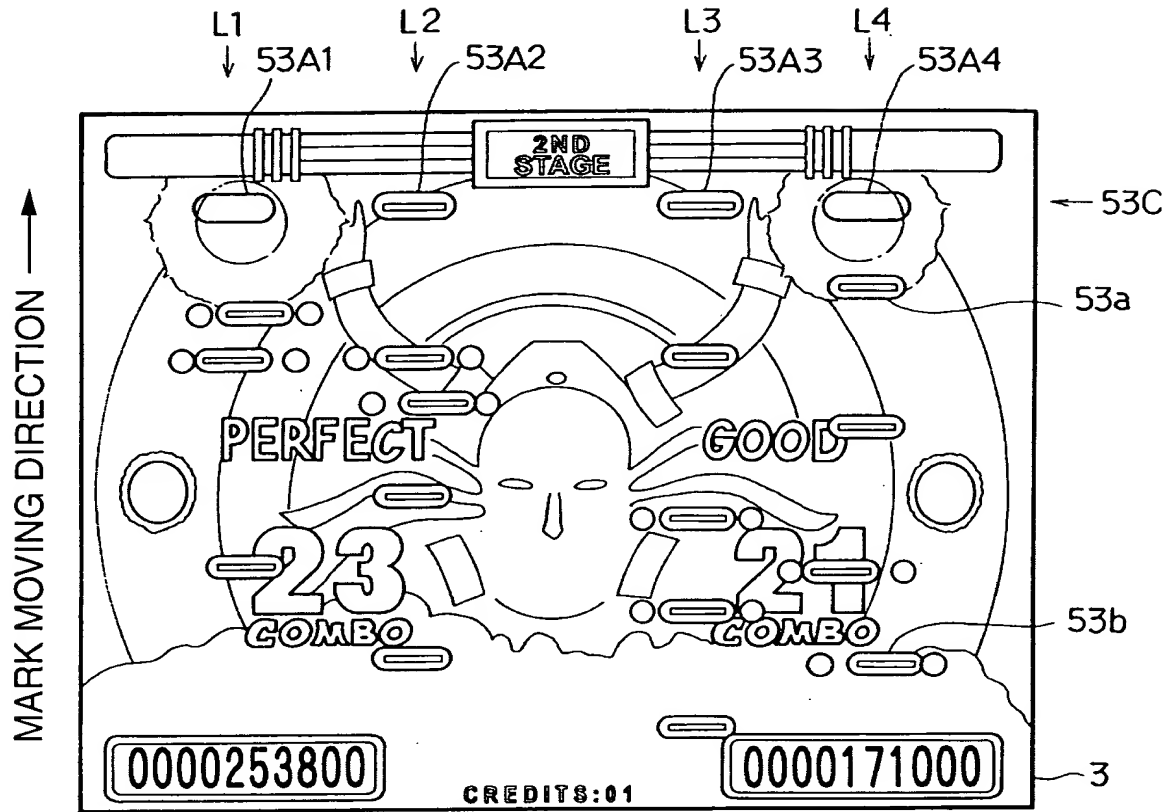


FIG.13B

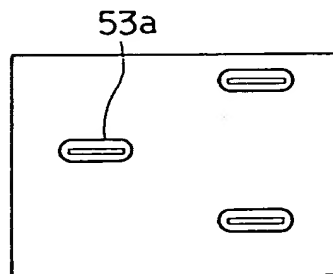


FIG.13C

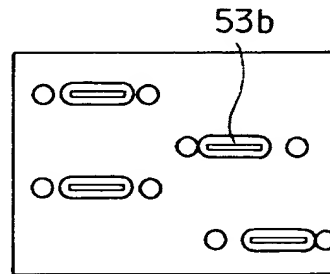
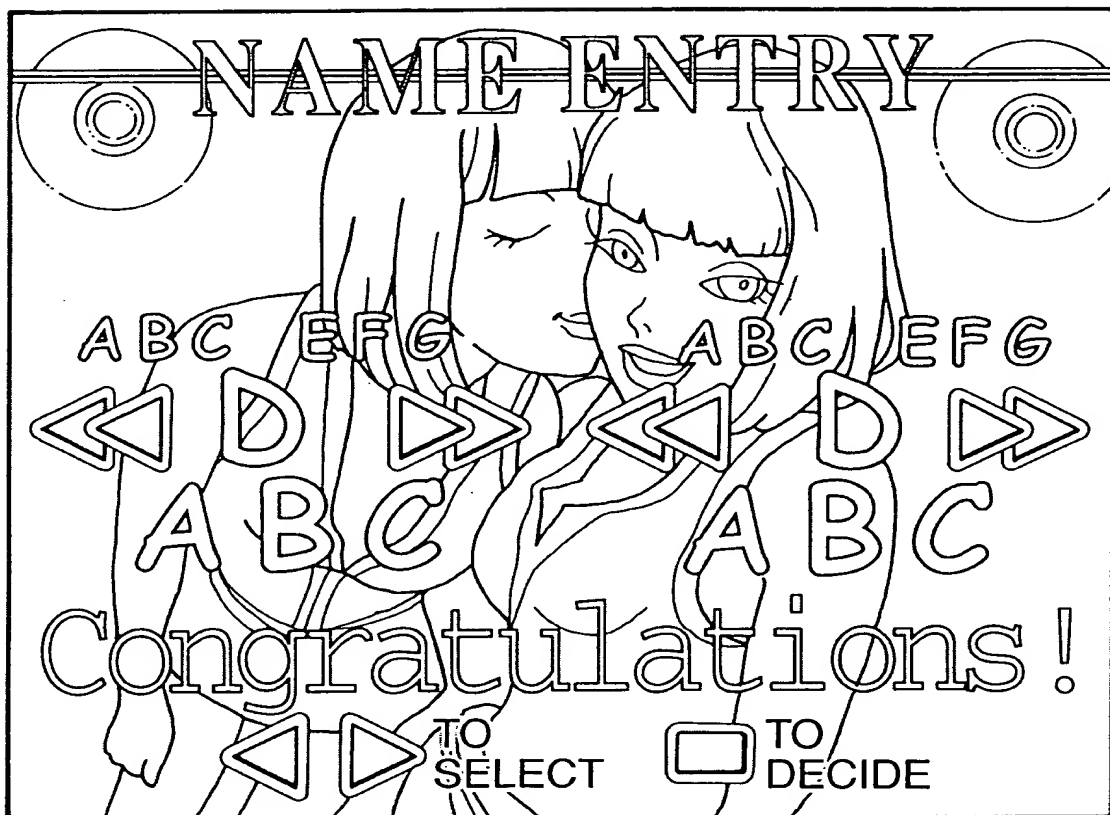




Figure 3 is a schematic diagram of a game display screen. The screen is divided into several sections. At the top, there are six rows of text: "89", "190", "3", "10", "0", and "61". Below these are six rows of text: "PARFECT", "GREAT", "GOOD", "BAD", "MISS", and "MAXCOMBO". To the right of these are six rows of text: "35", "100", "10", "55", "10", and "30". Below these are six rows of text: "89200", "SCORE", "15000", and "SS". At the bottom, there is a large "SS" and a "LEVEL" indicator. The screen is labeled with various reference numerals: 54A, 54B, 54C, 54D, 54E, 54F, 54G, 55A, 55B, 55C, 55D, 55E, 55F, and 55G.

FIG.16

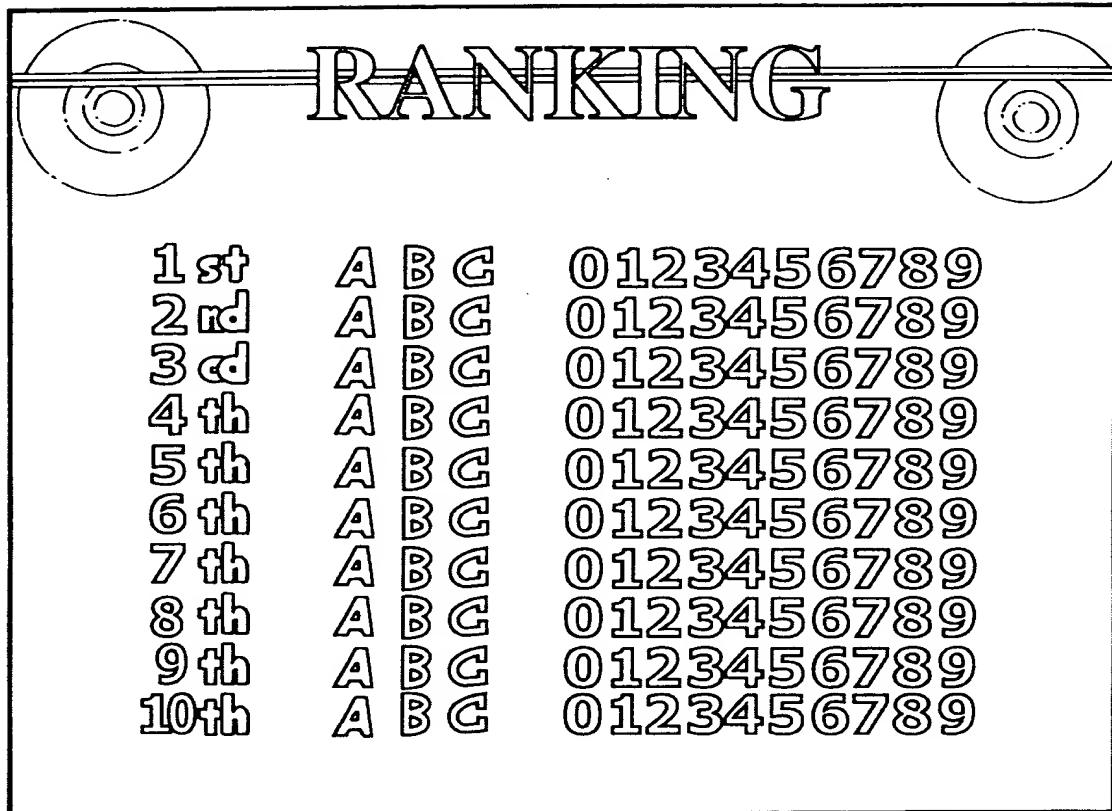


← 56C

← 56A



FIG.17



RANKING			
1 <sup>st</sup>	A	B	C
2 <sup>nd</sup>	A	B	C
3 <sup>rd</sup>	A	B	C
4 <sup>th</sup>	A	B	C
5 <sup>th</sup>	A	B	C
6 <sup>th</sup>	A	B	C
7 <sup>th</sup>	A	B	C
8 <sup>th</sup>	A	B	C
9 <sup>th</sup>	A	B	C
10 <sup>th</sup>	A	B	C

[illegible]

FIG.19

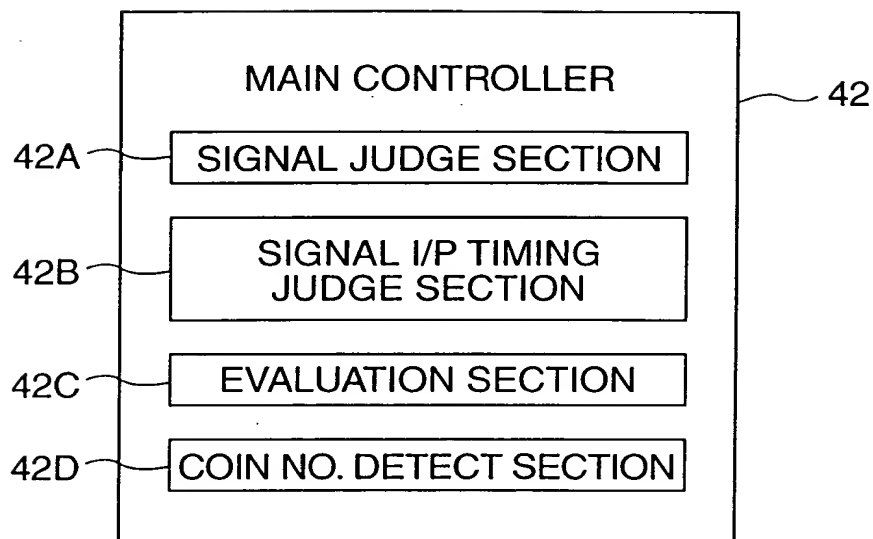


FIG.20

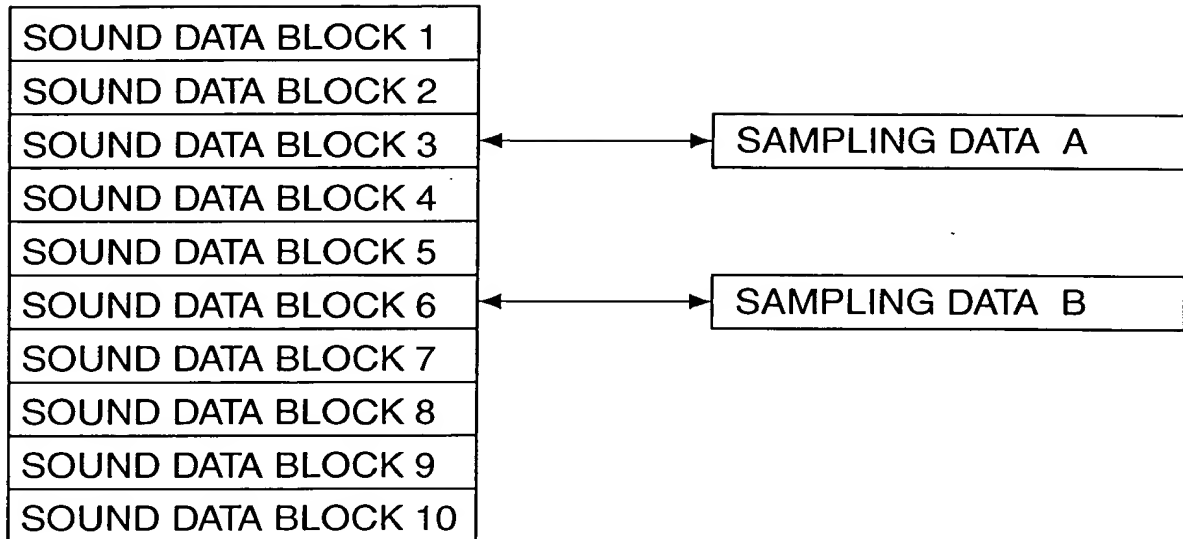


FIG.21

ORDER OF SOUND GENERATION	KINDS OF SOUND MODULATION	MODULATION BY SLIDER
SOUND DATA BLOCK 1	NONE	CAN BE ADDED
SAMPLING DATA B	× MODULATION 1	CAN BE ADDED
SAMPLING DATA A	× MODULATION 3	CAN BE ADDED
SOUND DATA BLOCK 4	NONE	CAN BE ADDED
SAMPLING DATA A	× MODULATION 1	CAN BE ADDED

FIG.22

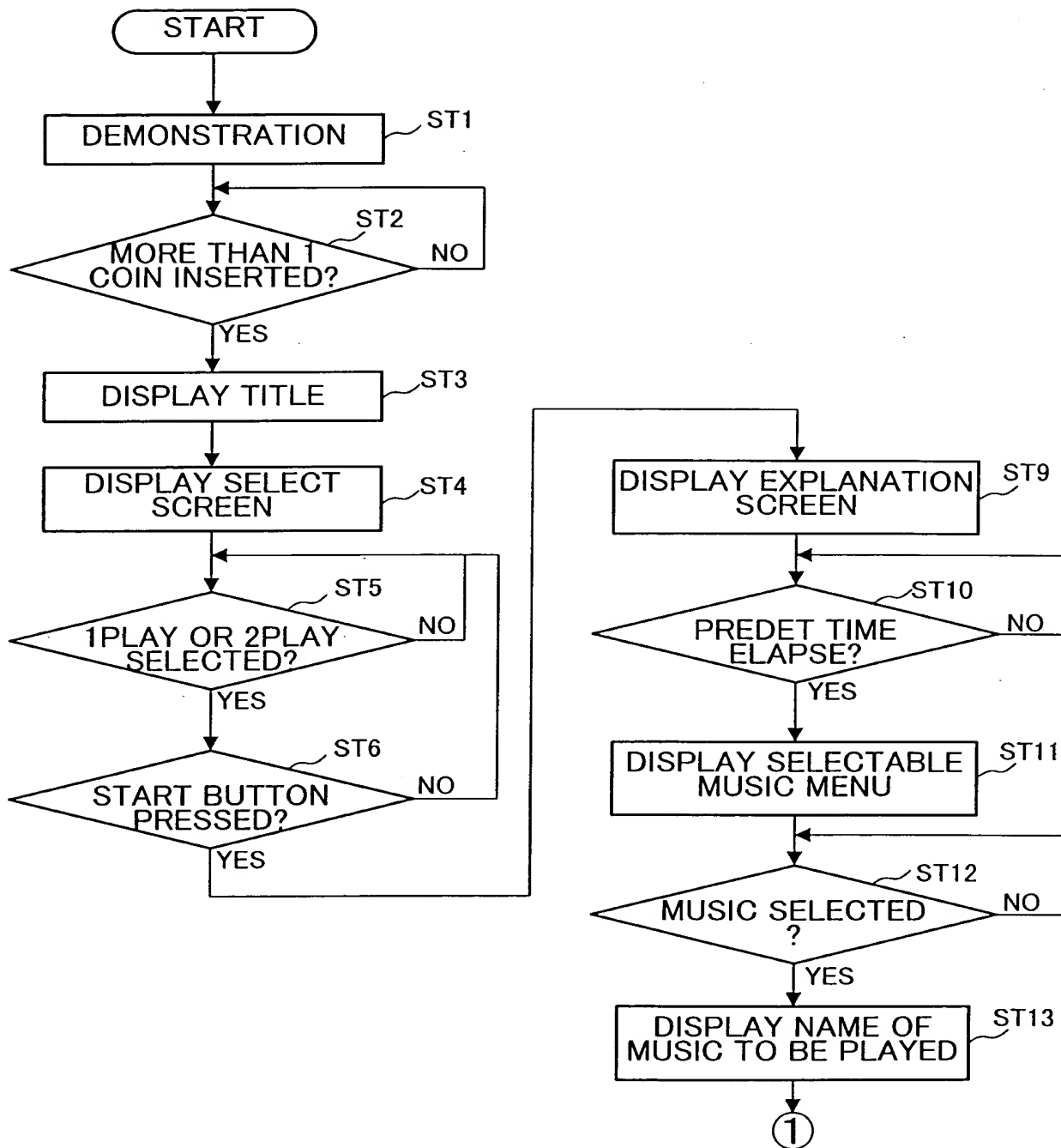


FIG.23

